What is claimed is:

1. A game executing method for making a computer device execute a given game by generating an image of a game space, and for analyzing and outputting a power distribution of a character group in the game space, the character group comprising a plurality of characters movable in the game space, the method comprising:

setting a plurality of sample points in the game space;

calculating a position of each of the plurality of characters at a time that each of the plurality of characters has maintained a current moving condition for a predetermined time period;

calculating an arrival time needed for each of the plurality of characters to arrive at each of the set sample points from the calculated position as a starting point;

calculating the power distribution of the character group based on the calculated arrival time of each of the plurality of characters to each of the plurality of sample points; and

outputting a geographical power state of the game space based on the calculated power distribution according to a predetermined output method.

2. The method as claimed in claim 1, wherein the calculating the arrival time includes calculating the

arrival time from the starting point to each of the set sample points based on a movement ability value preset to each of the plurality of characters.

3. The method as claimed in claim 1, further comprising selecting a sample point within a predetermined distance from the calculated position as the starting point, among the set sample points,

wherein calculating the arrival time includes calculating the arrival time of each of the plurality of characters from the calculated position to the selected sample point.

4. The method as claimed in claim 1, further comprising selecting a character of which the arrival time is to be calculated based on the distance from each of the plurality of set sample points to the calculated position,

wherein calculating the arrival time includes calculating a time needed for the selected character to arrive at each of the plurality of set sample points.

5. The method as claimed in claim 1, further comprising:

calculating a predominance degree for each of the plurality of set sample points; and

calculating the predominance degree of each of the

plurality of sample point so as to make the predominance degree higher as the arrival time of a character capable of arriving earliest is shorter,

wherein calculating the power distribution includes calculating the power distribution based on the calculated predominance degree of each of the plurality of sample points.

6. The method as claimed in claim 1, wherein the setting the plurality of sample points includes setting the plurality of sample points at least at a predetermined interval in the game space.

7. The method as claimed in claim 6, wherein the setting the plurality of sample points includes sectioning the game space into at least two kinds of a plurality of areas that are different from each other in shape and/or size, and setting the plurality of sample points in the plurality of sectioned areas.

8. The method as claimed in claim 1, wherein

the character group includes a plurality of character groups, and

the calculating the power distribution includes calculating the power distribution for each of the plurality of character groups based on the arrival time of

each of the plurality of sample points.

9. The method as claimed in claim 8, wherein the calculating the power distribution includes calculating the power distribution for each of the plurality of character groups in accordance with a character group to which a character belongs, the character being capable of arriving earliest at each of the plurality of sample points.

10. The method as claimed in claim 1, further comprising storing the calculated power distribution,

wherein the outputting the geographical power state includes outputting the stored power distribution.

11. The method as claimed in claim 10, wherein the storing the power distribution includes judging whether the calculated power distribution satisfies a predetermined storing condition, and storing the calculated power distribution if the power distribution satisfies the predetermined storing condition.

12. The method as claimed in claim 1, wherein the outputting the geographical power state includes identifiably displaying a non-power area of the character group as a space area on the image of the game space based on the calculated power distribution.

13. The method as claimed in claim 12, wherein

the plurality of characters include a plurality of characters moving on a predetermined terrain,

the setting the plurality of sample points includes setting the plurality of sample points on the terrain,

the calculating the power distribution includes calculating the power distribution on the terrain, and

the outputting the geographical power state includes identifiably displaying a portion of the space area on the terrain.

14. The method as claimed in claim 1, wherein the outputting the geographical power state includes controlling, based on the calculated power distribution, an output of a voice indicating a position of a space area corresponding to a non-power area of the character group and a voice indicating that the position of the space area is a space area.

15 An information storage medium having information recorded thereon, when the information is loaded onto an operating apparatus, the information making the operating apparatus execute the method as claimed in claim 1.

16. A game device for executing a predetermined game

by generating an image of a game space, and for analyzing and outputting a power distribution of a character group in the game space, the character group comprising a plurality of characters movable in the game space, the device comprising:

a point setting section for setting a plurality of sample points in the game space;

an inertia calculating section for calculating a position of each of the plurality of characters at a time that each of the plurality of characters has maintained a current moving condition for a predetermined time period;

an arrival time calculating section for calculating an arrival time needed for each of the plurality of characters to arrive at each of the plurality of set sample points from the calculated position as a starting point;

a distribution calculating section for calculating the power distribution of the character group based on the calculated arrival time of each of the plurality of characters to each of the plurality of sample points; and

an output section for outputting a geographical power state of the game space based on the calculated power distribution according to a predetermined output method.

17. A data signal embodied in a carrier wave, comprising information used for executing the method as claimed in claim 1.

18. A program, when the program is loaded onto an operating device, the program making the operating device execute the method as claimed in claim 1.